



PETER JACOBSEN'S

Golden Tee 3D

- GOLF -

TIPS AND TECHNIQUES

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Golden Tee 3D - GOLF - TM

TIPS AND TECHNIQUES

Welcome to the wonderful world of Golden Tee 3D Golf! Players across the country are hooked on this incredible golf simulation. The game is so realistic and entertaining that some players are playing Golden Tee 3D Golf every day! Some of the more skilled players are able to post fantastic scores of 20 under par and better!

Like most things, the more you play Golden Tee 3D Golf, the more you learn and the better you become. Here are a few of the tips and techniques you can use to improve your playing skill.

CONTROLS

In order to score consistently under par the Golden Tee 3D Golf player must use the full range of the trackball control. With the GT3DG trackball mechanism virtually any type of shot is possible.



BACK SWING and FORWARD SWING

The power for a Golden Tee 3D Golf golf shot is generated from two different sources. The amount of trackball back swing the golfer takes and the velocity applied to the trackball during the forward swing. The more back swing a golfer takes the farther the ball will travel. Remember, the speed of the back swing makes no difference to the shot, it's the *amount* of back swing that matters. Players may choose not to use the trackball for a back swing at all. Although the golfer will still hit the ball when only a forward swing is used, there will be a significant reduction in power. **HINT:** To achieve maximum distance, use the trackball for both a back swing and forward swing.



OVER HITTING

If a player applies a tremendous amount of velocity to the trackball, the player may be in danger of over-hitting the ball. Hitting the ball too hard can result in a loss of control over the ball's direction. A nice easy motion with the trackball will still offer good distance without losing control of the ball. The only time extra velocity is useful is when the yardage is absolutely needed or the player is trying to use backspin.



BACKSPIN

A player can use backspin to stop a golf shot or roll the ball back towards the hole. Backspin only works when the ball lands on the green.

To create backspin:

1. Take a full and complete back swing.
2. Spin the trackball with extra velocity on forward swing.

More club angle means more spin on the ball. As the clubs increase, so does the amount of backspin. Woods have very little angle and will generally not create backspin. It is possible however, to occasionally backspin a hard 5 wood shot. For the low iron shots such as 2, 3, and 4 irons there is a lower angle to the clubs and therefore only a small amount of backspin is generated. For these irons the backspin will "check-up" on the green and will roll very little if at all in the opposite direction. For higher irons such as the 7, 8 and 9 and especially the wedges, the backspin will create a tremendous backwards roll.

Sand or long grass will decrease the amount of spin a club imparts on the ball. Therefore a shot from a good fairway lie will create more backspin than a shot from the fringe or rough.

For any backspin shot it is important to land the ball *past* the hole. This will allow the ball to spin back in the direction of the hole. A backspin shot that lands in front of the hole will spin away from the hole and cause a lengthy putt.

The backspin feature can be helpful in several situations:

Pin placement

If a pin is set near the very front of the green, there is often very little room to land the ball. The approach shot becomes even more troublesome if there is water or sand in front of the green. In this situation a backspin can be very helpful. Choose a club that will land the ball just past the hole. Use backspin. The shot will land past the pin and hopefully back-up near or in the hole.

Staying on the green

When it is essential to stay on the green without rolling over, backspin can become very important. This is especially true when there is water or a cliff on the other side of the green. In this case you want to choose that same club that would get you to the hole. Use backspin. For most irons the forward progress of the ball will stop the moment it hits the green. For the low irons such as the 2 or 3 irons, the low shot trajectory may cause the ball to bounce a little further after it lands. In any case the backspin is the best way to "check-up" a ball on the green.

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Aces

An ace or "hole-in-one" can sometimes only be achieved by using backspin. There are some holes and pin placements that result in a distance that ends up between clubs. Using the backspin can make up the difference. When the distance is between clubs, choose the next club that will land the ball past the hole. Use backspin. The shot will land past the pin and hopefully back-up near or in the hole.

Things to note about backspin:

1. Backspin will not work out of normal sand or desert sand.
2. Backspin will not work with woods except for an occasional five wood shot.
3. The amount of backspin will increase as clubs get higher (2 irons have less backspin than 9 irons).
4. The backspin only works on the green. A backspin will not take affect on the green fringe or any other surface.
5. A good fairway lie will allow for the most backspin. Longer grass or sand will take away from the spin of the ball.

HOOKS and SLICES

Hooks and slices can be achieved with a variety of back swing and forward swing combinations. For a broad overview of the hook and slice mechanism refer to the chart underneath the track ball on the GT3DG cabinet. This chart gives a basic idea of how to employ a curved golf shot. The chart is a helpful tool to teach the beginning golfer how to curve a golf shot. Although the chart shows only eight trackball directions, the trackball interface is capable of almost a limitless amount of directions.



HOOK/SLICE BACK SWING

When using a hook or a slice, the back swing determines the angle of the club face. An easy way to use the back swing is to employ the following rule:



(Roll back on the trackball from the same direction you want the ball to *land*.)



HOOK/SLICE FORWARD SWING

When using a hook or a slice, the forward swing determines the direction of the club head. An easy way to use the back swing is to employ the following rule:

(Push forward on the trackball in the same direction you want the ball to *start heading*.)

Hooks and slices are useful when facing obstacles. They are also helpful on dog legs.

Things to note about hooks and slices:

1. The severity of the curve is directly related to the amount of angle used on the forward and back swings.
2. Hooks and slices put tremendous spin on the ball. The increased spin will cause the ball to roll farther when it lands. This will result in greater shot distance.
3. Hooks and slices do not have to be severe. A subtle curve can be used to combat wind direction or to spot the ball near a specific green location.
4. The lie of the ball will impact the amount of hook or slice that can be achieved. Long grass or sand will hinder the club's ability to impart spin on the ball. A good fairway lie will offer the best conditions for hooking and slicing.



PUNCH SHOTS

When confronted with trees or other obstacles the punch shot is an easy way to find relief. A punch shot is a soft shot with a low trajectory club such as a driver or a 2 iron. When shooting through trees, it is important that the ball keeps a low trajectory to avoid lofting and clipping the branches and leaves. To do this a low trajectory club with a soft touch is required. It is possible to shoot through any visible clearing between the trees. This may take precise aim, but it is possible. Remember "If you can see through it, you can shoot through it".



PITCH and RUNS

When near the green you may want to try a pitch and run shot instead of the suggested pitching wedge. This is extremely helpful if faced with a strong cross wind. Lower clubs create lower shots. The less time the ball is in the air the less it can be affected by the wind. Therefore a lower club pitch and run will be less affected by a cross wind than a pitching wedge shot. The pitch and run is also helpful when your shot to the pin is 40 yards or less. It is often easier to pitch and run the ball up to the pin than it is to finesse a soft pitching wedge shot.

To execute a pitch and run, choose a club lower than the pitching wedge. The 9 iron down to the 5 iron are good clubs to use. Use a soft touch like a putt. Lower clubs need less trackball velocity than higher clubs. If hit correctly, the ball should loft at a low angle and roll towards the hole.

GOLDEN TEE 3D GOLF - Helpful Hints

1. You can see an instant replay of any shot if the start button is pressed before the ball lands.
2. If you accidentally start your swing before you're ready, turning left or right will reset the golfer.

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3. You can hit a straight shot in any direction. Simply aim your hand in the direction you want to shoot. Then without turning your hand, pull back (back swing) and push forward (forward swing) on the trackball.
4. When trying to fight a cross-wind, shoot a straight shot up-wind and let the wind bring the ball back towards the hole. This approach sometimes works better than trying to hook or slice into the wind.
5. For extremely severe cross winds, try turning into the wind with the *face left/face right* buttons. Then shoot a straight shot and let the wind bring the ball back to the hole.
6. The distance meter on the left side of the screen refers to where the ball will end up on a hard shot with no wind. If you want to know where the ball will *land*, move the trackball left to view the distance for one club less than the current club. This is a good approximation of where the ball will land with the current club.
7. When going for the longest drive, find a hole that you can perform a severe hook or slice on. The extra spin from the severe hook or slice will cause the ball to roll farther when it lands.
8. The desert sand is harder to get out of than regular sand. Remember to put a little more power on this shot than your normal sand shot.
9. The angle of the green display is accurate for every shot. If the green slopes severely to the right, aim to the left of the pin. When the ball does reach the green it will then roll towards the hole.
10. Lower clubs create more forward momentum than higher clubs. This affects the landing area of the shot. Because of forward momentum, a 2 iron shot that lands on the green will usually bounce over the green. The lower clubs need a larger landing area so they can hit and roll up to the pin.
11. Remember Golden Tee 3D Golf is a game of skill. The more you play the better you'll get. Practice will make any of the suggestions listed here easier to achieve.
12. The easiest way to knock strokes off your score is to avoid the water and take safe shots rather than risky ones. If playing it safe means taking a bogey or a par on a hole when you normally wouldn't, this is sometimes a better decision than risking the water and adding even more strokes to your score.

Good Luck and Happy Golfing!



Incredible Technologies, Inc.
4010 Winnetka Avenue
Rolling Meadows, IL 60008
(847) 870-7027 • FAX (847) 870-0120
<http://www.itsgames.com>